

VS. SYSTEM™

HERE
TODAY.

HERE
TOMORROW.



Nintendo

HERE'S WHY...

1 INTERCHANGEABLE VS. PAK™ SOFTWARE KEEP THE VS. SYSTEM EARNING MONEY.

Investing money in a game only makes sense when you know your customers will put theirs back into it.

But all too often a game can quickly fade in popularity—leaving you with an expensive and nonproductive piece of equipment.

Nintendo's VS. SYSTEM is out to change all that. It's a revolutionary game system with interchangeable VS. PAK game

programs that fit both the

VS. SYSTEM upright and sit-down models. It's the affordable alternative to costly game turnovers.

By taking advantage of staged new game releases, you can update your VS. SYSTEM right on location for less than 1/8th of the cost of buying a new game. So now operators can say "yes" to those marginal locations where they used to say "no."

With VS. SYSTEM, you can build a library of games and rotate their play to reflect seasonal interests—so your investment never outgrows its popularity or profitability.



Eight-way push-button control panel movement and game action.

2 DUAL-SCREEN MONITORS CREATE THE MOST INTERACTIVE GAME PLAY AVAILABLE.

Excitement is the name of the game. And the VS. SYSTEM's dual-screen monitors deliver the look, the feel and the challenge of live action.

Utilizing dual-screen technology never before seen in the industry, players can (for the first time ever) view the game's action from their own vantage point. They can now interact as they would in actual competition.

Add to the thrill of the system's visual imagery the

advantage of multiple game selections and player combinations, and you have a game with great player appeal and high earnings potential.

VS. SYSTEM — Games that never stop earning.™



Upright
Dimensions: 45 1/2" (H) x 23 1/2" (D) x 19 1/2" (W)
Weight: 375 lb.



Pictured Sit-down model with optional flip television.

Sit-down
Dimensions: 27 1/2" (H) x 31 1/2" (D) x 24 1/2" (W)
Weight: 265 lb.



Base vs. Ball
When do you step up with second game choice.



Upper left: Soccer vs. Computer
Upper right: Tennis vs. Computer
Lower left: Football vs. other players
Lower right: Basketball vs. other players

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